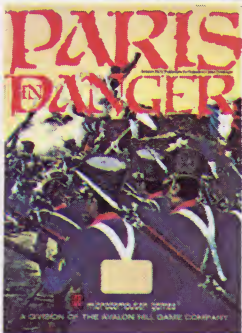


Wargames

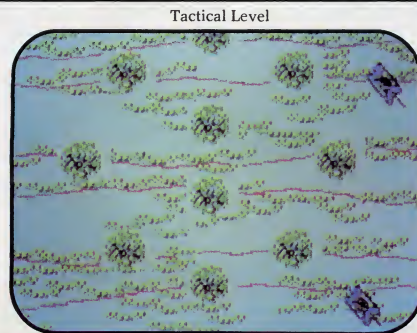
Not the movie the real things!

The Avalon Hill Game Company, America's premiere strategy game maker, has combined their years of experience designing military strategy board games with the latest in artificial intelligence for home computers. The resulting computer games are designed to assist you, the player, with combat results, lines of fire and double hidden movement in two player games and provide a worthy opponent in solitaire games.



Paris in Danger: A simulation of Napoleon's 1814 campaign in France. One of Napoleon's finest, against the invading Allied Armies. (Austrian, Prussian and Russian). You can choose to take the role as Napoleon, Commander Schwarzenberg, or play both sides to re-create the actual campaign. PARIS IN DANGER is unique, in that it allows the players to compete on both the strategic and tactical levels, on a full-color scrolling map of France and surrounding countries.

For all Atari Home Computers, 48K Disk: \$35.00



T.A.C.: Tactical Armor Command during World War II. You control individual tanks, anti-tank guns, and infantry squads. For one or two players featuring outstanding Hi-Resolution graphics, enhanced sound, and stimulating challenge. Five different scenarios are available from Meeting Engagement, Rear Guard, and Static Defense, to Breakout and Stalemate. The players control up to eight vehicles, guns and squads simultaneously, utilizing the equipment of either the German, British, Russian or American forces.

Atari & Apple Disks (48K): \$40.00



LEGIONNAIRE (by Chris Crawford):

Consumer Electronics Showcase Award for Innovative Programming Wargame of the Year, VIDEO GAMES PLAYER Magazine Nominee for Wargame of the Year, Game Manufacturers' Association

"On a scale of 1 to 100, this is a 95" SOFTLINE Magazine, March '83.
"Legionnaire is a wonderful game that combines the graphics and movement of arcade games with the depth of strategy games" BYTE, March '83.
"An entertaining, attractive game in which thinking is more important than fast reflexes" COMPUTE!, July, '83.

For all Atari Home Computers, 16K Cassette: \$35.00
32K Diskette for Atari Home Computers: \$40.00
Apple II Computer Diskette (48K): \$40.00

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CLOSE ASSAULT:

Advanced wargame of tactical infantry combat. Russian, German, and American forces are represented in this WWII simulation which blends the allure of computerization with tabletop gaming. CLOSE ASSAULT permits original scenario development or pre-programmed ones. Features include double hidden movement, solitaire or two player option, morale factors, and most unique, a game system that actually lets you control squad level units in life-like situations.

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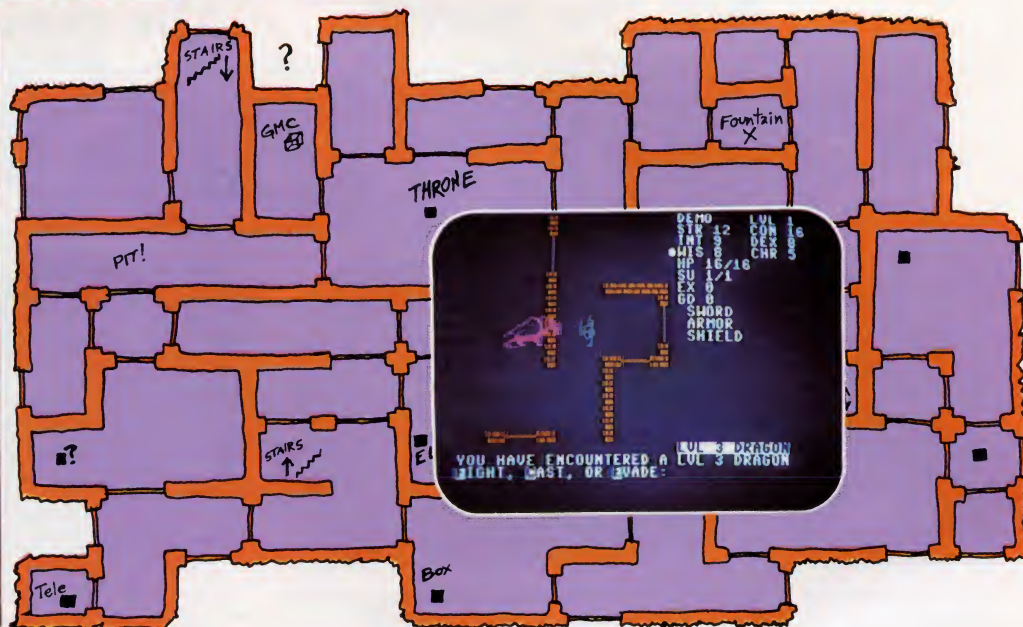
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AND FOR THOSE WHO DON'T DIG UNDERGROUND GAMES . . . There's **B-1 NUCLEAR BOMBER**, a nail-biting solitaire simulation of a manned B-1 on a mission over the Soviet Union. Your plane is equipped with six Phoenix Missiles, a one megaton warhead and orders to retaliate! Cassette for Commodore 64, Atari Home Computers (32K), TI99/4 & 4A (16K), VIC-20 (16K), Timex/Sinclair 1000 (16K), and TRS-80 Mods. 1/III (16K) are available for an explosive \$16.00. Diskette versions for Apple (48K), TRS-80 (32K), Atari (24K) and IBM (48K) just \$21.00.

NUKEWAR: Defend your country by massive espionage efforts, or by building jet fighter bombers, missiles, submarines and ABM's. Your cold and calculating computer will choose its own strategy! Cassette for Commodore 64, VIC-20 (16K), TRS-80 Mods. 1/III (16K) and Atari Home Computers just \$16.00.

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T.G.I.F.: Thank Goodness It's Friday! Avalon Hill's new party game for one to four players recreating an often-not-so-typical week in the lives of the working class. Half the fun is just making it from Monday to Sunday. Commodore 64, Atari Home Computers (40K) cassette for a meager \$20.00. Atari diskette (48K) for \$25.00.

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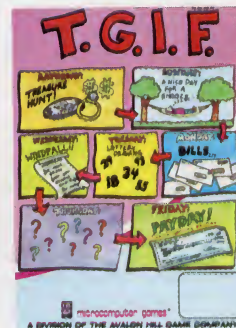
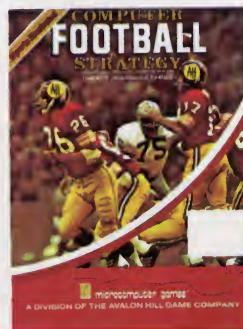
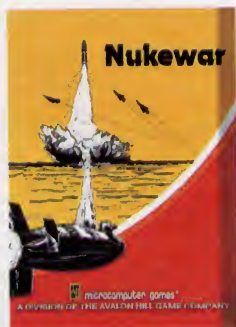
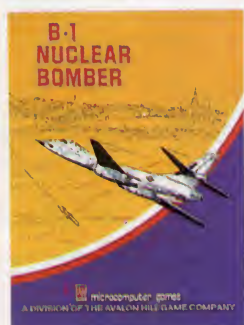
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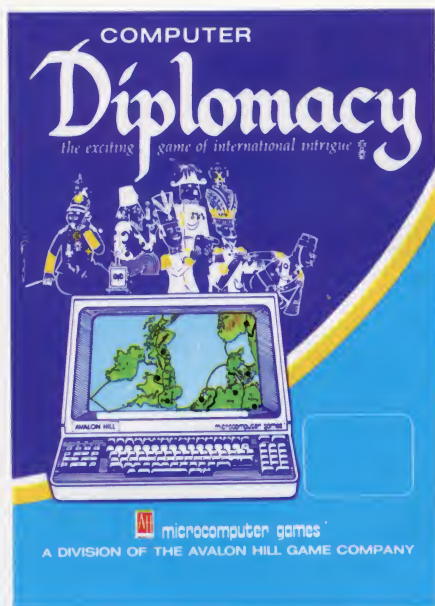


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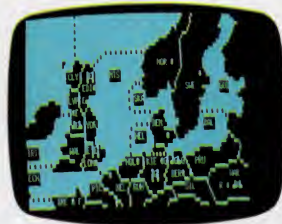
Computer Classic

Boardgame Classic now available on TRS-80® I, III & IV!

Computer Diplomacy is the computer version of the classic boardgame of persuasion, compromise and betrayal. Against a backdrop of Imperial Europe, **Computer Diplomacy** uses a minimum of game mechanics and a maximum of intimidation (and back stabbing) to create a game of exciting international intrigue where each player tries to arrange the deals and alliances that will lead him to ultimate victory. The result is a game of pure diplomacy, a balance between the trust needed to deal and the profitable stab in the back that leaves the betrayer friendless.



The player is free to scroll the map. Provinces and seas are shown by three letter codes. Supply centers are marked by asterisks (*).



Initials of a power within a province signifies ownership. Symbols indicate a fleet (II) or army (II).

For years, the board game version of Diplomacy has been regarded as a true classic in the world of gaming. Even professional diplomats, including no less a celebrity than Henry Kissinger, have enjoyed its accuracy and intensity. However, for years it has also been noticed that the game had one flaw: by far the best version of the game required seven players, a sometimes hard-to-get number.

But now there is **Computer Diplomacy** where six or less players can compete and the computer resolves the moves of the other nations. Admittedly the computer isn't always as devious as a human, but it is treacherous enough to make play vastly more enjoyable for six or less players. In fact, it's fun for a single player to take one nation and try to conquer the map (though this certainly cannot be termed "diplomacy").

Of course, **Computer Diplomacy** also has all of the amenities you expect in a computer game: a detailed scrolling map that displays the location and type of all units, various status reports and even a built-in clock that times each "diplomacy period". The computer also takes care of game mechanics: you simply enter your moves and the computer swiftly resolves all conflicts, prompts you when to take the action and explains why a move failed.

So, if Diplomacy is a classic, what is **Computer Diplomacy**?!

We'll be humble and just say it's still a classic — but not just for seven anymore.

Computer Diplomacy is available on diskette for your TRS-80 Models I, III and IV with 48K memory at \$30.00. Diskette soon to be available for the IBM-PC®.



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